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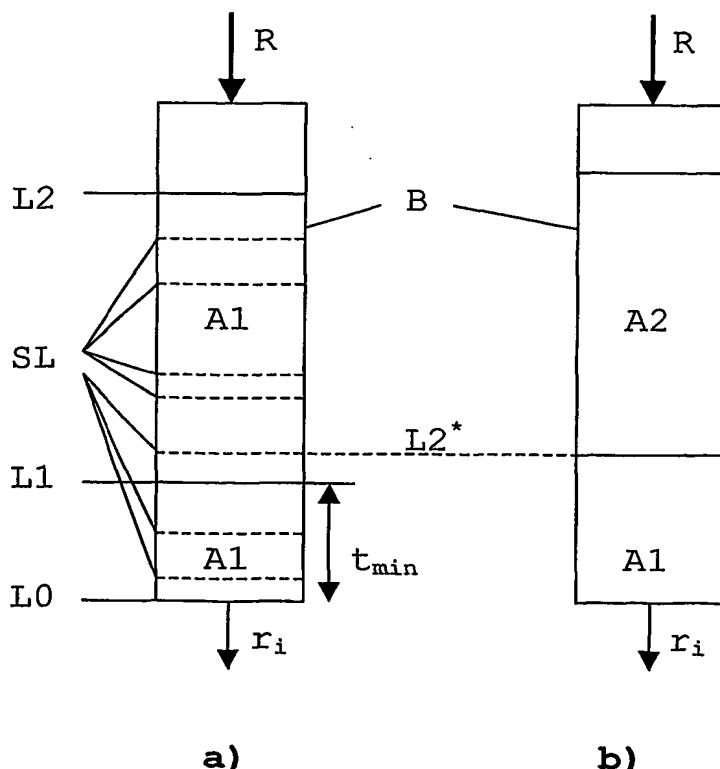
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(54) Title: METHOD FOR BUFFERING DATA STREAMS READ FROM A STORAGE MEDIUM



(57) Abstract: A method for optimizing a scheduler for an optical pick-up reduces switch times required for seamless video angle switching. The pick-up reads data streams from different files on an optical storage medium, e.g. Blu-Ray disc. Seamless video angle switching requires reading and buffering a new video data stream from another file, delaying the switch to be visible. Labels that mark entry points for seamless angle switching are attached to the video stream (R), and are stored together with the video data in a buffer (B). When an angle switch is requested, and thus a switch to a new video data stream (A2), the scheduler determines the time ( $t_{min}$ ) before data from the new data stream (A2) can be buffered, detects the next label ( $L2^*$ ), and stores the new data (A2) beyond the label ( $L2^*$ ), thus flushing non-relevant parts of the previous buffer contents.

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